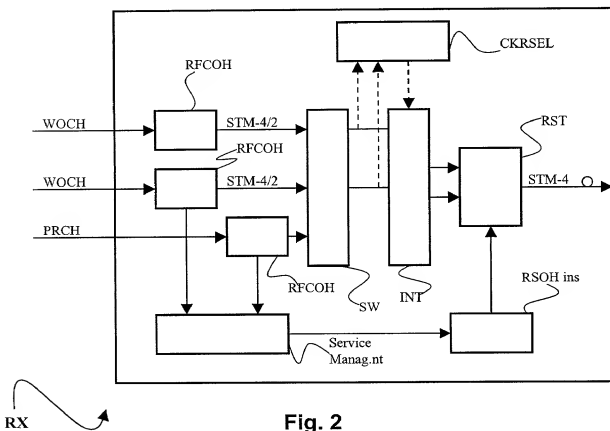
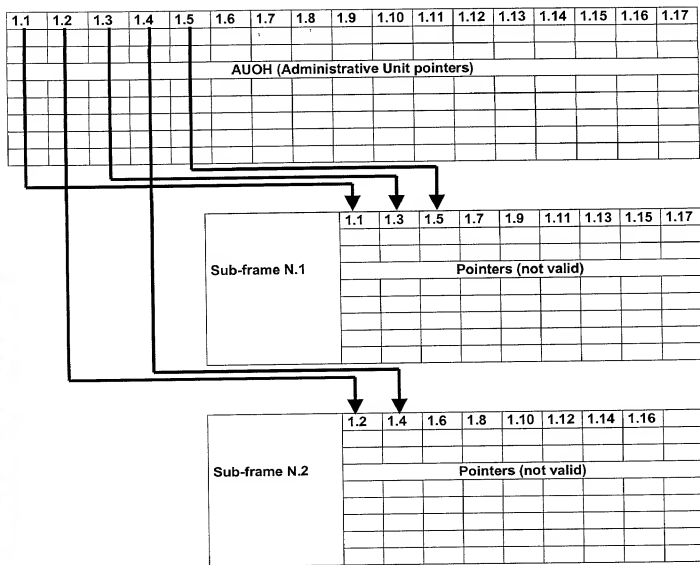


**Fig. 1**



**Fig. 2**



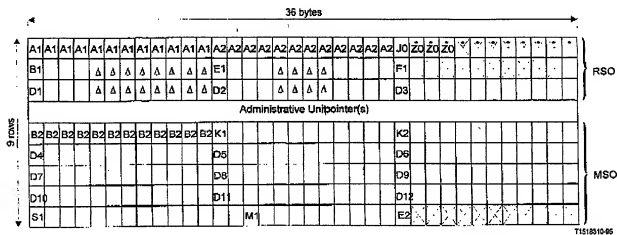
**Fig. 3**

STM-4 AUOH pointers																																			
H1	H1	H1	H1	Y	Y	Y	Y	Y	Y	Y	Y	H2	H2	H2	H2	U	U	U	U	U	U	U	U	H3	H3	H3	H3	H3	H3	H3	H3	H3	H3	H3	H3

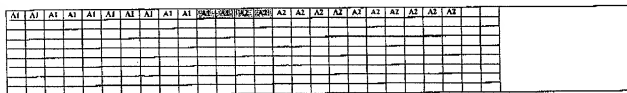
where: Y = 1001 xx11 (x=not specified digit)  
U = 1111 1111

														INVALID POINTER CONFIGURATION																	
Sub-frame N.1														H1	H1	Y	Y	Y	Y	H2	H2	U	U	U	U	H3	H3	H3	H3	H3	H3
														INVALID POINTER CONFIGURATION																	
Sub-frame N.2														H1	H1	Y	Y	Y	Y	H2	H2	U	U	U	U	H3	H3	H3	H3	H3	H3

**Fig. 4**



**Fig. 5**



**Fig. 6**

FAW	A1 = 1111 0110	A1 = 1111 0110	A2 = 0010 1000	A2 = 0010 1000
Long (24 bit)	xxxx 0110	1111 0110	0010 1000	0010 xxxx
Short (12 bit)	xxxx x1x0	111x xx1x	x0xx x000	0x1x xxxx

**Fig. 7**

Sub-frame N.1

A1	A1	A1	A1	A1	A1	A2	A2	0F6	0F6	0F6	0F6	J0	Z0	NU	NU	NU	NU
B1	Δ	Δ	Δ	Δ	Δ	E1		Δ	Δ			F1	NU	NU	NU	NU	NU
D1	Δ	Δ	Δ	Δ	Δ	D2		Δ	Δ			D3					
AUOH (Administrative Unit pointers)																	
B2	B2	B2	B2	B2	B2	K1						K2					
D4						D5						D6					
D7						D8						D9					
D10						D11						D12					
S1						M1						E2	NU	NU	NU	NU	NU

Sub-frame N.2

A1	A1	A1	A1	A1	A1	A2	A2	S5	S5	S5	S5	Z0	Z0	NU	NU	NU	NU
	Δ	Δ	Δ	Δ	Δ			Δ	Δ			NU	NU	NU	NU	NU	NU
	Δ	Δ	Δ	Δ	Δ												
AUOH (Administrative Unit pointers)																	
B2	B2	B2	B2	B2	B2												
												NU	NU	NU	NU	NU	NU

Fig. 8

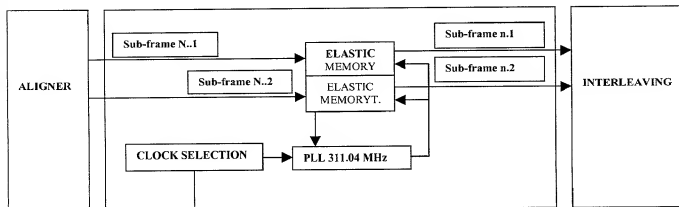
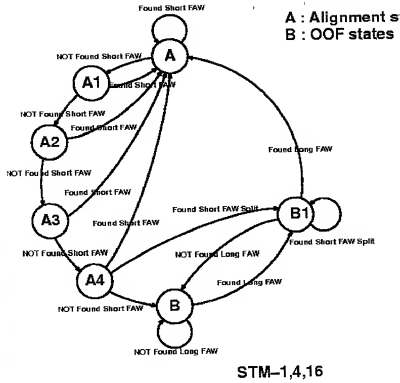


Fig. 9



**Fig. 10**